

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-5. (Canceled)

6. (Currently amended) A gaming apparatus disposed in a casino, the gaming apparatus comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive server information data representing server information regarding a plurality of casino gaming servers, wherein said server information includes information regarding one or more games that are not stored on said gaming apparatus but are available to be downloaded from said casino gaming servers for execution on said gaming apparatus,

said controller being programmed to organize said plurality of casino gaming servers, wherein said controller organizes said plurality of casino gaming servers according to said server information data, thereby organizing said information regarding said one or more games that are available for downloading from said casino gaming servers,

said controller being programmed to select a casino gaming server from among said plurality of casino gaming servers, wherein said controller makes said selection according to said organization of said casino gaming servers organized based on said server information data, said controller being programmed to establish a connection with said ~~selected~~ casino gaming server to send said selection to said ~~selected~~ casino gaming server that enters a wait state, and wherein said ~~selected~~ casino gaming server determines during the wait state whether a signal indicating a non-selection of said ~~selected~~ casino gaming server is ~~selected~~ received, ~~and whether said selection is received within a~~

predetermined period of time of the wait state, and if ~~[[said]]~~ the signal indicating the non-selection is [[not]] received within the predetermined period of time during the wait state, the connection with said controller is terminated,

said controller being programmed to initiate downloading of at least one of said one or more selected games from said ~~selected~~ casino gaming server and receive gaming data for execution of said at least one selected game from said ~~selected~~ casino gaming server after said selecting of said casino gaming server,

said controller being programmed to initiate execution of said at least one game after said downloading of said at least one selected game,

said controller being programmed to cause said display unit to generate a game display based on the gaming data received from said ~~selected~~ casino gaming server for one or more of the following games: poker, blackjack, slots, keno or bingo, and

said controller being programmed to independently determine a value payout associated with an outcome of said at least one selected game based on the execution of said at least one selected game on said gaming apparatus after receiving said at least one selected game from said ~~at least one selected~~ casino gaming server.

7. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said display unit comprises a video display unit that is capable of generating video images.

8. (Canceled).

9. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said display unit comprises at least one mechanical slot machine reel.

10. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said controller is programmed to cause said display unit to generate a display relating to one or more of said plurality of casino gaming servers, wherein said controller is programmed to allow a person to select one of said casino gaming servers from among said one or more of said plurality of casino gaming

servers.

11. (Previously Presented) The gaming apparatus as defined in claim 10, wherein said controller is programmed to cause said display unit to generate a display relating to said server information data for each of said one or more of said plurality of casino gaming servers.

12. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said controller is programmed to automatically select a casino gaming server from said plurality of casino gaming servers based on said server information data.

13. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said server information data relates to at least one of the following factors for each of said plurality of casino gaming servers: data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data and gaming data size.

14. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said controller is programmed to discard a casino gaming server from said plurality of casino gaming servers as an option for selection based on a threshold value, said threshold value relating to at least one of the following factors: data transfer rate, responsiveness, load, geographic proximity, network subnet data, available gaming data and gaming data size.

15. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said gaming data relates to at least one of the following games: poker, blackjack, slots, keno or bingo.

16. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said gaming data relates to at least one of the following: a new game, a software update for a game and configuration data for a game.

17. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said controller is programmed to cause said display unit to generate said game display from said gaming data.

18. (Previously Presented) The gaming system comprising a plurality of gaming apparatuses as defined in claim 6, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

19. (Previously Presented) The gaming system as defined in claim 18 further comprising:

said plurality of casino gaming servers; and
a master gaming server,
wherein said controller is programmed to communicate with said master gaming server.

20. (Previously Presented) The gaming system as defined in claim 19 further comprising a network server,

wherein said controller is programmed to provide said network server with a gaming apparatus identification and data to authenticate said gaming apparatus identification,

wherein said controller is programmed to receive a network identification from said network server if said network server accepts said gaming apparatus identification and said data to authenticate said gaming apparatus identification, and

wherein said controller is programmed to communicate with said master gaming server using said network identification.

21. (Previously Presented) The gaming system as defined in claim 20, wherein said controller is programmed to receive network server authentication data from said network server,

wherein said controller is programmed to determine if said network server

authentication data is authentic for said network server, and

wherein said controller is programmed to accept said network identification if said network server authentication data is authentic for said network server.

22. (Previously Presented) The gaming system as defined in claim 18, wherein one or more of said plurality of gaming apparatuses is a master gaming server, wherein said controller of said one or more gaming apparatuses is programmed to provide a list of said plurality of casino gaming servers to other gaming apparatuses.

23. (Previously Presented) The gaming system as defined in claim 18, wherein one or more of said plurality of gaming apparatuses is a casino gaming server, wherein said controller of said one or more gaming apparatuses is programmed to provide gaming data to other gaming apparatuses.

24. (Previously Presented) The gaming system as defined in claim 18, wherein said gaming apparatuses are interconnected via the Internet.

25-46. (Canceled).

47. (Currently amended) A method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

providing server information data regarding a plurality of servers including the server gaming apparatus and one or more gaming servers, the server information data including comparative data for one or more server parameters;

receiving a selection, made according to the server information data, of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for download of the gaming data for a game not available on said client gaming apparatus, the selection designating the server gaming apparatus that enters a wait state and determines during the wait state whether a signal indicating a non-selection of the server gaming apparatus is selected received via a connection with the client

~~gaming apparatus and whether the selection is received~~ within a predetermined period of time of a wait state, and if the ~~selection~~ signal indicating the non-selection is ~~received within~~ [[not]] ~~during the predetermined period of time~~ wait state, the connection with the client gaming apparatus is terminated;

 sending a request message to the ~~selected~~ server gaming apparatus, the request message requesting the gaming data;

 receiving the requested gaming data over the communications path from the ~~selected~~ server gaming apparatus;

 responsive to placing of a player wager, causing output of an outcome of a game of chance in accordance with the received gaming data; and

 issuing a value payout for play of the game of chance.

48. (Previously Presented) The method of claim 47, wherein the value payout is associated with the outcome of the game of chance.

49. (Previously Presented) The method of claim 47, wherein providing the server information data includes:

 receiving the server information data from a gaming apparatus selected from the group consisting of: the client gaming apparatus, the server gaming apparatus, and a further gaming apparatus.

50. (Previously Presented) The method of claim 47, wherein the selection of the server gaming apparatus is received from a player input.

51. (Previously Presented) The method of claim 50, further comprising:
 displaying the server information data on a display.

52. (Previously Presented) The method of claim 47, wherein the selection of the server gaming apparatus is made by a controller.

53. (Previously Presented) The method of claim 47, wherein the server

information data includes one or more parameters selected from the group consisting of: a data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

54. (Previously Presented) The method of claim 47, wherein the gaming data relates to one or more selected from the group consisting of: a game, a software update, and configuration data.

55. (Currently amended) At a server gaming apparatus, a method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the method comprising:

determining whether the server gaming apparatus is selected from a plurality of servers by entering a wait state;

determining via a connection with the client gaming apparatus whether [[the]] a signal indicating a non-selection of the server gaming apparatus is received within a predetermined period of time of the wait state;

terminating the connection with the client gaming apparatus if the selection signal indicating the non-selection is [[not]] received within the predetermined period of time of the wait state;

receiving from the client gaming apparatus a request message for gaming data for a game not available on the client gaming apparatus, the request message based on the selection of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for download of the gaming data, the selection made according to server information data regarding the plurality of servers, the server information data including comparative data for one or more server parameters; and

responsive to the request message, sending the gaming data to the client gaming apparatus over the communications path, an outcome of a game of chance capable of being output on the client gaming apparatus in accordance with the sent gaming data responsive to placing of a wager.

56. (Previously Presented) The method of claim 55, wherein the selection of the

server gaming apparatus is received from a player input.

57. (Previously Presented) The method of claim 55, wherein the selection of the server gaming apparatus is made by a controller.

58. (Previously Presented) The method of claim 55, wherein the server information data includes one or more parameters selected from the group consisting of: a data transfer rate, responsiveness, identification, load, geographic location, network subnet data, description, available gaming data, and gaming data size.

59. (Previously Presented) The method of claim 55, wherein the gaming data relates to one or more selected from the group consisting of: a game, a software update, and configuration data.

60. (Currently amended) A client gaming apparatus for downloading gaming data from a server gaming apparatus over a communications path, the client gaming apparatus comprising:

- a display;

- a wager input device;

- a value output device;

- a controller operatively coupled to the display, the wager input device, and the value output device, the controller including a processor programmed to:

- retrieve server information data regarding a plurality of servers including the server gaming apparatus and one or more gaming servers, the server information data including comparative data for one or more server parameters,

- receive a selection, made according to the server information data, of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for download of the gaming data for a game not available on said client gaming apparatus,

- send the selection via a connection to the server gaming apparatus that enters a wait state, wherein the server gaming apparatus determines during the wait

state whether ~~[[the]]~~ a signal indicating a non-selection of the server gaming apparatus is selected, and whether the selection is received within a predetermined period of time of the wait set, and if the ~~selection~~ signal indicating the non-selection is ~~[[not]]~~ received within the predetermined period of time of the wait state, the connection is terminated, and

generate a request message for the gaming data; and

a communications interface coupled to:

send the request message to the ~~selected~~ server gaming apparatus, and

receive the requested gaming data from the ~~selected~~ server gaming apparatus over the communications path;

the processor of the controller further programmed to:

responsive to placing of a player wager using the wager input device, output an outcome of a game of chance to the display, in accordance with the received gaming data, and

issue a value payout to the value output device for play of the game of chance.

61. (Previously Presented) The client gaming apparatus of claim 60, wherein the selection of the server gaming apparatus is received from a player input.

62. (Previously Presented) The client gaming apparatus of claim 61, wherein the processor of the controller is further programmed to:

output the server information data to the display.

63. (Previously Presented) The client gaming apparatus of claim 60, wherein the processor of the controller is further programmed to:

generate the selection of the server gaming apparatus.

64. (Currently amended) The client gaming apparatus of claim 60, wherein the server information data includes one or more parameters selected from the group consisting of: a data transfer rate, responsiveness, identification, load, geographic

location, network subnet data, description, available gaming data and gaming data size.

65. (Previously Presented) The client gaming apparatus of claim 60, wherein the gaming data relates to one or more selected from the group consisting of: a game, a software update, and configuration data.

66. (Currently amended) A computer readable medium including computer program code configured to direct a processor to perform a method for downloading gaming data from a server gaming apparatus to a client gaming apparatus over a communications path, the computer-readable medium comprising:

a plurality of instructions configured to direct the processor to:

receive server information data regarding a plurality of servers including the server gaming apparatus and one or more gaming servers, the server information data including comparative data for one or more server parameters;

receive a selection, made according to the server information data, of the server gaming apparatus from the plurality of servers, the selection designating the server gaming apparatus for download of the gaming data for a game not available on said client gaming apparatus;

send the selection via a connection to the ~~selected~~ server gaming apparatus that enters a wait state, wherein the ~~selected~~ server gaming apparatus determines during the wait state whether a signal indicating a non-selection of the selected server gaming apparatus is selected received and ~~whether the selection is received~~ within a predetermined period of time of the wait state, and if the ~~selection~~ signal indicating the non-selection is ~~[[not]]~~ received within the predetermined period of time of the wait state, the connection is terminated;

send a request message to the ~~selected~~ server gaming apparatus, the request message requesting the gaming data;

receive the requested gaming data over the communications path from the ~~selected~~ server gaming apparatus;

responsive to placing of a player wager, cause output of an outcome of a game of chance in accordance with the received gaming data; and

issue a value payout for play of the game of chance.

67. (Previously Presented) The gaming apparatus as defined in claim 6, wherein said controller makes said selection according to said organization of casino gaming servers organized based on said server information data including a restriction on use of gaming data.

68. (Previously Presented) The gaming apparatus as defined in claim 67, wherein the restriction on use comprises availability of the gaming data to the gaming apparatus and unavailability of the gaming data to another gaming apparatus coupled with the plurality of casino game servers.

69. (Previously Presented) The gaming apparatus as defined in claim 67, wherein said server information data is obtained by a master gaming server from said plurality of casino game servers.

70. (Currently amended) The gaming apparatus as defined in claim 6, wherein said controller being programmed to send gaming unit identification data identifying said gaming apparatus to said ~~selected~~ casino gaming server that determines whether the gaming unit identification data is valid and that enters a wait state for receiving a ping network message from said gaming apparatus upon determining that the gaming unit identification data is valid.

71. (Currently amended) The gaming apparatus as defined in claim 70, wherein said controller being programmed to send the ping network message to determine a time for receiving a response from said ~~selected~~ casino gaming server.

72. (Canceled)